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Hand Manipulated Data Apparatus For Computers And Video Games

Abstract: A computer or video game device for generating hand manipulated data. The device consists of one or more sensors that are mounted on the human hand. The sensors are conveniently located for easy access and manipulation by opposing fingers on the same hand that the sensors are mounted on. This arrangement overcomes the limitations of a tabletop computer mouse by not requiring a planar surface, and by not requiring the user to hold onto the device. Additionally the sensors are located in such a way that they do not impede standard office procedures such as using a computer keyboard, writing with a pen, holding a phone, etcetera. The device can also be quickly and easily attached or removed by the user. Various embodiments of the invention include "wired", "wireless", multiple finger, universal right or left-hand, universal finger or thumb application, and universal side or top mounted sensors. Existing technologies and manufacturing techniques are utilized to minimize cost. Uses include personal computer, video game, and industrial applications.